

**FALL of the
THIRD REICH**
DECEMBER, '44 to '45

FALL of the THIRD REICH

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You will command the German Divisions and try to keep Berlin from falling in the last days of the war. The computer will control the Allies and Russians. This game is 10 turns long and takes about 1 hour to play.

Order of Play

- 1) German Movement
- 2) German Combat Ph.
- 3) Allies & Russian Movement
- 4) Allies & Russian Combat
- 5) Reinforcements

BORDER

BLACK
RED
GREEN
RED
CYAN

Knowledge of Divisions

All the German Divisions are in the Black inverse letters, the Russians in Red and the Allies in Green. Each different letter stands for a different type of division. Below is a chart for what each one stands for: their attack strength, defense strength and max. movement points per turn.

UNIT TYPE	DISC.	ATT. STRENGTH	DEF.	MOVE. TURN
Germans (BLACK)				
P Panzer Div.		5	5	6
G Infantry		4	4	5
I Infantry		2	3	4
Allies (GREEN)				
T Tank Div.		7	4	8
A Infantry		6	6	7
I Infantry		4	8	6
Russians (RED)				
T Tank Div.		6	4	6
R Infantry		7	7	4
I Infantry		5	6	4

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Germans (BLACK)			
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antry	2	3	4
Allies (GREEN)			
nk Div.	7	4	8
antry	6	6	7
antry	4	8	6
Russians (RED)			
nk Div.	6	4	6
antry	7	7	4
antry	5	6	4

Movement

All squares on the board take one movement point to enter except for river and mountain squares; they take 2 movement points to enter. On the computer the #5, 6, 7, 8 will move your units in the direction of the arrows on the keys. When you start the game you will notice one of your divisions will blink. This is the one that you can move. The #4 key will remind you which unit is to be moved if you forget which one it is. The #9 key is used if you do not want to move that unit at all or do not want to move to full movement allowance for that unit. Each unit will have a chance to move UNLESS it is next to an enemy unit (look at Combat Phase rules). After all your units have moved it is the German Attack Phase (if any). Then the Allies & Russians will take there moves and combat. It is your movement phase again once the Border turns to Black.

Zone of Control

All units exert a Zone of Control (Z-C) in all 8 squares around them. Any unit which enters any of the 8 squares will automatically stop and can no longer move, even if it still has movement points left. Z-C has no effect on friendly units. If a unit starts in a Z-C of an enemy unit, that unit can not move his turn. No unit can move into a square occupied by another unit. If you try a "X" will blink on your unit which means you can not move in that direction.

ZZZ

ZGZ Z=Zone of Control

ZZZ G=German unit

Effects of Terrain

The mountain and river squares take 2 movement points to enter. All clear, cities and forts take 1 movement point to enter. If you have only 1 movement point left a unit can not enter a mountain or river square. * =Fort. Any

unit on a river, mountain or fort square will have their defense doubled. Any unit on a river and fort square (only 2 of them) will have their defense tripled. The forts on the Rhine River will only double the German units. So if an Allied unit takes a fort, it's defense will not double.

Turns of Game

This game is 10 turns long or Berlin falls. Each turn represents two weeks.

Combat Phase

Combat may take place when any of your units are in a Z-C of an enemy unit. If your unit is in a Z-C of an enemy unit at the top of the map it will ask "ATTACK?". You have the option to attack or not. Y/N. If you push "Y" for yes, then it will say "ENTER". At the top left side you will see the Attack Chart:

123

4X5

678

The "X" is your unit. Look at your unit and see which number the enemy unit is in and enter that #. If there is more than one enemy unit in its Z-C, you can choose which one to attack. You can have a max. of 2 of your units attack one enemy unit. If you enter a number and no enemy unit is there it will say "INVALID" at the top of the map and ask you "ATTACK" again. Combat takes place after all units have had a chance to move. If you do want to attack, compare your total attack points from your unit(s) to the enemy unit. If the enemy unit is on a river or mountain its defense is doubled. Look at the Combat Chart with the odds in that range. The computer will pick a number from 1 to 6 and add what ever the odds are between the units. (Example: 3 to 1 odds. If the computer picks "5" it would add 3 to it, which would be a total of 8

which is a "DE"). But if the odds are under 1 to 1, the computer will subtract 3 from the # it picks. It is wise not to attack under 1 to 1 odds. When the Allies and Russians attack your units they are not restricted to just 2 units to attack with. They can attack with all units in the Z-C of your unit.

ATTACK CHART

# picked UNDER + odds	1 to 1	1-1.9 to 1	2-2.9 to 1	3-3.9 to 1	4-4.9 to 1	5-5.9 to 1	6-6.9 to 1	OVER 7 to 1 odds
8+	-	-	-	DE	DE	DE	DE	DE
7	-	-	EX	EX	EX	EX	EX	EX
6	-	EX	EX	EX	EX	EX	EX	-
5	-	DR	DR	DR	DR	DR	-	-
4	-	DR	DR	DR	DR	-	-	-
3	-	DR	DR	DR	-	-	-	-
1	AR	AR	-	-	-	-	-	-
0 to -1	AR	-	-	-	-	-	-	-
-2	AX	-	-	-	-	-	-	-

DE=Defender eliminated

EX=Exchange (Defender eliminated and 1 Attacker eliminated)

DR=Defender retreats 1 square (if no vacant retreating squares then defender eliminated)

AR=Attacks retreats (same as DR)

AX=Attack eliminated

If you are attacking an enemy unit and get a DR and the defender retreats, one of your attacking unit(s) will advance into the vacated defenders square. If a unit is surrounded from both sides and forced to retreat it will be eliminated.

PAP or P

A A=Allied unit

P P=German unit

Reinforcements

Your reinforcements will come into the game the square below Berlin. The Russians on the right side of the board, the Allies on the left side. No reinforcements on turn 1. If any of your units are on the square where the reinforcements are due, no reinforcements will enter that turn for you. If any Enemy unit is in the Z-C of Berlin, no reinforcements will appear for you.

Winning the Game

There are no points or score to win or lose this game. If Berlin falls before turn 10 you lose. If Berlin falls on turn 10 it is a draw (in real life this is the turn Berlin fell). If Berlin does not fall by the end of turn 10 you win the game. Berlin falls if any enemy unit is on Berlin or next to Berlin and none of your units are in Berlin.

Review of Keyboard Used

#4 reminds you which unit to move. #5, 6, 7, 8 move unit in direction of arrows on keys. #9 ends movement for that unit.

About the Game

This game was created so that the player could see and feel what happened to Germany the final months. The game is a nightmare for the player. Your outnumbered—weak units and small and weak reinforcements; you will witness the collapse of your army. This game is closest to

what happened in real life. Your hold the Allies for the first 5 turns b the Russian front there is little y advance. This game can be won if y attack only when it helps your defe

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ATTACK CHART

icked UNDER odds 1 to 1 1-1.9 to 1 2-2.9 to 1 3-3.9 to 1 4-4.9 to 1 5-5.9 to 1 6-6.9 to 1 OVER 7 odds

8+	-	-	-	DE	DE	DE	DE	DE
7	-	-	EX	EX	EX	EX	EX	EX
6	-	EX	EX	EX	EX	EX	EX	-
5	-	DR	DR	DR	DR	DR	-	-
4	-	DR	DR	DR	DR	-	-	-
3	-	DR	DR	DR	-	-	-	-
1	AR	AR	-	-	-	-	-	-
to -1	AR	-	-	-	-	-	-	-
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